Gurivelli Keerthi

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SUMMARY

Motivated Computer Science undergraduate with experience in full-stack web development and cloud technologies. Interested in building scalable, user-friendly web applications and solving real-world problems through efficient solutions.

EDUCATION

GMR Institute of Technology, Rajam   2022 - Present
B. Tech in Computer Science and Engineering **(C**GPA: 9.66 /10**)**

EXPERIENCE

Intern – PHP Developer , SpaceECE (Remote)   Aug 2025 - present
- Work on API testing to validate functionality, reliability, while ensuring smooth integration with frontend.
- Contribute to backend development by writing and optimizing code, debugging issues and improving overall system efficiency.

Intern -Cloud Computing Intern, HashTek Solutions (Visakhapatnam)   June 2024 -July 2024
- Gained hands-on experience with AWS Cloud Services by creating and managing EC2 instances, designing VPC architectures, and deploying static websites using Amazon S3 for high availability.
- Configured and managed Elastic Load Balancers (ELB) and EBS volumes, building a solid foundation in cloud infrastructure, networking, and deployment workflows.

PROJECTS

Responsive Education Website (GitHub) | HTML, CSS, JS, PHP, MYSQL
-Built a responsive website incorporating a secure login system for students and admins.
-Developed a dynamic testing module with random question generation and graphical test result display using pie charts. Utilized MySQL (via XAMPP) for efficient data storage.

AI-Driven Real-Time Student Engagement System | Python, SQLite, HTML, CSS, Java Script
- Built an AI system with TensorFlow.js and OpenCV for facial emotion recognition and JavaScript for tab activity tracking to monitor engagement and mental health in remote settings.
- Created a web dashboard with real-time emotion charts and alerts to help educators and managers detect stress and support timely interventions.

Mini Game Hub (GitHub) | HTML, CSS, JS, React
-Developed a unified "Mini Game Hub" featuring Minesweeper (DFS-based cell reveal), Tic-Tac-Toe (interactive React gameplay), and Stop the Clock (precision timing challenge built with React), integrated into a single responsive web application.

SKILLS

Languages: C, Java, Python, JavaScript, PHP, HTML5, CSS.
Frameworks& Libraries: Node.js, Bootstrap, Tailwind CSS, React.js.
Databases: SQL, MongoDB.
Core: Data Structures & Algorithms, Object Oriented Programming, DBMS, Front-end Development.
Tools: Git, GitHub, VS Code, Postman
Soft skills: Leadership, Problem Solving, Team Work.

CERTIFICATIONS

- Object Oriented Programming in Java by UC San Diego on Coursera.
- Introduction to Software Engineering by IBM on Coursera
- SQL basic and SQL intermediate on HackerRank
- AWS Academy Cloud Foundations – AWS Academy Graduate Certificate, 20 hours Digital Badge

PUBLICATIONS

A Survey on Music Source Separation Using Deep Learning Techniques, Published in International journal of Research Publication and Reviews (2024).